

AMENDMENT TO THE CLAIMS

This listing of claims will replace all prior versions, and listing of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:
a display device;
an input device; and
a processor in communication with the display device and the input device, said processor programmed, for each play of a game, to:

(a) cause a plurality of masked selections to be displayed to a player by the display device;

(b) associate a plurality of different values with the masked selections prior to said masked selections being picked by the player and without displaying which values are associated with which selections;

(c) enable the player to pick a plurality of said masked selections for a designated number of predetermined sets, said designated number being at least two;

(d) for each of the designated number of predetermined sets, determine a plurality of said values in said set ~~form the designated number of sets of a plurality of said values, each set determined by~~ enabling the player to picking a plurality of said selections for said set, wherein the plurality of values in each set are based on the values associated with the selections picked by the player for said set;

(e) cause a display of each of the predetermined sets and the values in each set;

(f) generate at least one award by selecting, for each one of the predetermined sets, at least one but not all of the plurality of values in ~~each one of the predetermined~~ sets; and

(g) provide said award to the player.

Claim 2 (currently amended): The gaming device of Claim 1, wherein at least the largest value of the predetermined sets is selected.

Claim 3 (currently amended): The gaming device of Claim 1, which includes a plurality of predetermined sets that each yield an award by selecting at least one but not all of the plurality of values of said set and a resulting award provided to the player generated by the processor by performing at least one mathematical operation on the awards from the predetermined sets.

Claim 4 (currently amended): The gaming device of Claim 1, which includes a plurality of predetermined sets that each yield an award by selecting at least one but not all of the plurality of values of said set and a resulting award provided to the player by selecting at least one of the awards yielded from the plurality of predetermined sets.

Claim 5 (canceled).

- Claim 6 (currently amended): A gaming device comprising:
- a display device;
 - an input device;
 - a processor in communication with the display device and the input device, said processor programmed, for each play of a game, to:
 - (a) cause a plurality of masked selections to be displayed to a player by the display device;
 - (b) associate a plurality of values with the masked selections prior to said masked selections being picked by the player and without displaying which values are associated with which selections;
 - (c) enable the player to pick a plurality of said masked selections for a designated number of predetermined sets, said designated number being at least two;
 - (d) for each of the designated number of predetermined sets, determine a plurality of said values in said set~~form the designated number of sets of said values, wherein each set includes a plurality of said values and each of said sets is determined by enabling the player to picking a plurality of said selections for said set, wherein the plurality of values in each set are based on the values associated with the selections picked by the player for said set;~~
 - (e) cause a display of each of the predetermined sets and the values in each set;
 - (f) generate a plurality of awards, by selecting, for each one of the predetermined sets, a plurality of but not all of the values in ~~each one of said predetermined sets~~;
 - (g) generate a resulting award by performing at least one mathematical operation on the awards generated from the predetermined sets; and
 - (h) provide said resulting award to the player.

Claim 7 (previously presented): The gaming device of Claim 6, wherein the display device displays the selections and reveals values associated with selections that are not picked by the player.

Claim 8 (currently amended): A gaming device comprising:
a display device;
an input device; and
a processor in communication with the display device and input device,
said processor programmed, for each play of a game, to:

(a) cause a plurality of selections to be displayed by the display device to a player;

(b) associate a plurality of masked values with the selections prior to said masked selections being picked by the player and without displaying which values are associated with which selections, wherein the associated values are each greater than zero;

(c) enable the player to pick a plurality of said masked selections for a designated number of sets, said designated number being at least two;

(d) form the designated number of sets of said values, wherein each set includes a plurality of said values and each of said sets is determined by enabling the player to picking a plurality of said selections for said set, wherein the plurality of values in each set are based on the values associated with the selections picked by the player for said set;

(e) cause a display of each of the sets and the values in each set;

(f) generate a plurality of awards by selecting, for each one of the sets, a plurality of but not all of the values in ~~each one of the said~~ sets;

(g) generate a resulting award by selecting at least one but not all of the awards from the sets; and

(h) provide said resulting award to the player.

Claim 9 (currently amended): A gaming device comprising:
a display device;
an input device; and
a processor in communication with the display device and the input device, said processor programmed, for each play of a game, to:

(a) cause a plurality of masked selections to be displayed to a player by the display device;

(b) associate a plurality of values with the masked selections prior to said masked selections being picked by the player and without displaying which values are associated with which selections;

(c) enable the player to pick a plurality of said masked selections for a designated number of different predetermined sets, said designated number being at least two;

(d) for each of the designated number of different predetermined sets, determine a plurality of said values in said sets~~form the designated number of different sets of said values, wherein each different set includes a plurality of said values and each set is determined by enabling the player to picking a plurality of said selections for said set, wherein the plurality of values in each of the different sets are based on the values associated with the selections picked by the player for said set;~~

(e) cause a display of each of the different predetermined sets and the values in each set;

(f) generate a plurality of awards by selecting, for each one of the different predetermined sets, at least one but not all of the values selected from ~~each one of a plurality of said different predetermined sets~~; and

(g) provide said plurality of awards to the player.

Claim 10 (currently amended): The gaming device of Claim 9, wherein at least the largest value of at least one of the different predetermined sets is selected.

Claim 11 (currently amended): The gaming device of Claim 9, which includes a resulting award generated by performing at least one mathematical operation on the plurality of awards from the different predetermined sets.

Claim 12 (currently amended): The gaming device of Claim 9, which includes a resulting award generated by selecting at least one of the plurality of awards from the different predetermined sets.

Claim 13 (canceled).

Claim 14 (currently amended): A gaming device comprising:
a display device;
an input device; and
a processor in communication with the display device and the input device, said processor programmed, for each play of a game, to:

(a) cause a plurality of masked selections to be displayed to a player by the display device;

(b) associate a plurality of values with the masked selections prior to said masked selections being picked by the player and without displaying which values are associated with which selections, wherein the associated values are each greater than zero;

(c) enable the player to pick a plurality of said masked selections for a designated number of different predetermined sets, said designated number being at least two;

(d) for each of the designated number of different predetermined sets, determine a plurality of said values in said set~~from the designated number of sets of said values, wherein each set includes a plurality of said values and each set is determined by enabling the player to picking a plurality of said selections for said set, wherein the plurality of values in the sets are based on the values associated with the selections picked by the player;~~

(e) cause a display of each of the different predetermined sets and the values in each set;

(f) generate a plurality of awards by selecting, for each one of the different predetermined sets, at least one but not all of the values selected from ~~each one of a plurality of the different predetermined sets~~;

(g) generate a resulting award by performing at least one mathematical operation on the plurality of awards from the different predetermined sets; and

(h) provide said resulting award to the player.

Claim 15 (currently amended): A gaming device comprising:
a display device;
an input device; and
a processor in communication with the display device and the input device, said processor programmed, for each play of a game, to:

(a) cause a plurality of masked selections to be displayed to a player by the display device;

(b) associated a plurality of values with the masked selections prior to said masked selections being picked by the player and without displaying which values are associated with which selections;

(c) enable the player to pick a plurality of said masked selections for a designated number of different predetermined sets, said designated number being at least two;

(d) for each of the designated number of different predetermined sets, determine a plurality of said values in said set ~~form the designated number of sets of said values, wherein each set includes a plurality of said values and each set is determined by enabling the player to picking a plurality of said selections for said set, wherein the plurality of values in the sets are based on the values associated with the selections picked by the player for said set;~~

(e) cause a display of each of the different predetermined sets and the values in each set;

(f) generate a plurality of awards by selecting, for each one of the different predetermined sets, at least one but not all of the plurality of values selected from ~~each one of a plurality of the different predetermined~~ sets;

(g) generate a resulting award by selecting at least one but not all of the plurality of awards from the different predetermined sets; and

(h) provide said resulting award to the player.

- Claim 16 (currently amended): A gaming device comprising:
- a display device;
 - an input device;
 - a processor in communication with the display device and the input device, said processor programmed, for each play of a game, to:
 - (a) cause a plurality of masked selections to be displayed to a player by the display device;
 - (b) associate a plurality of values with the masked selections prior to said masked selections being picked by the player and without displaying which values are associated with which selections;
 - (c) enable the player to pick a plurality of said masked selections for a designated number of predetermined sets, said designated number being at least two;
 - (d) for each of the designated number of predetermined sets, determine a plurality of said values in said set~~form the designated number of sets of said values, wherein each set includes a plurality of said values and each set is determined by enabling the player to picking a plurality of said selections for said set, wherein the plurality of values in the sets are based on the values associated with the selections picked by the player for said set;~~
 - (e) cause a display of each of the predetermined sets and the values in each set;
 - (f) generate a plurality of awards by performing at least one mathematical operation on the values of the predetermined sets;
 - (g) generate a resulting award by selecting at least one but not all of the plurality of awards from the predetermined sets; and
 - (h) provide said resulting award to the player.

Claim 17 (currently amended): The gaming device of Claim 16, wherein at least the largest award is selected from the predetermined sets.

Claim 18 (currently amended): A gaming device comprising:
a display device;
an input device; and
a processor in communication with the display device and the input device, said processor programmed, for each play of a game, to:

(a) cause a plurality of masked selections to be displayed to a player by the display device;

(b) associate a plurality of values with the masked selections prior to said masked selections being picked by the player and without displaying which values are associated with which selections;

(c) enable the player to pick a plurality of said masked selections for a designated number of different predetermined sets, said designated number being at least two;

(d) for each of the designated number of different predetermined sets, determine a plurality of said values in said set~~form the designated number of sets of said values, wherein each set includes a plurality of said values and each set is determined by enabling the player to picking a plurality of said selections for said set, wherein the plurality of values in the sets are based on the values associated with the selections picked by the player for said set;~~

(e) cause a display of each of the different predetermined sets and the values in each set;

(f) generate a plurality of awards by performing a plurality of mathematical operations on values selected from the different predetermined sets;

(g) generate a resulting award by selecting at least one but not all of the plurality of awards; and

(h) provide said resulting award to the player.

Claim 19 (original): The gaming device of Claim 17, wherein the mathematical operations are selected from the group consisting of: addition, subtraction, multiplication and division.

Claim 20 (currently amended): The gaming device of Claim 18, wherein at least the largest award from the different predetermined sets is selected.

Claim 21 (currently amended): A gaming device comprising:
a display device;
an input device; and
a processor which communicates with the display device and the input device, the processor programmed, for each play of a game, to:

- (a) display a plurality of masked selections, wherein said masked selections are associated with a plurality of values prior to said masked selections being picked by the player and without displaying which values are associated with which selections, and wherein the associated values are each greater than zero;
- (b) enable the player to pick a plurality of said masked selections for a designated number of sets, said designated number being at least two;
- (c) select a plurality of said values based on a player's pick of a plurality of the selections;
- (d) display the selected values in at least one set of a plurality of values, wherein the plurality of values in the set are based on the values associated with the selections picked by the player;
- (e) cause a display of each of the sets and the values in each set;
- (f) generate an award by selecting at least one but not all of the values in at least one set; and
- (g) provide said generated award to the player.

Claim 22 (previously presented): The gaming device of Claim 21, wherein the display device and the processor are adapted to select at least the highest value.

Claim 23 (currently amended): A gaming device comprising:
a display device;
an input device; and
a processor adapted to communicate with the display device and the input device, the processor programmed, for each play of a game, to:

(a) display a plurality of masked selections, wherein said masked selections are associated with a plurality of values prior to said masked selections being picked by the player and without displaying which values are associated with which selections, and wherein the associated values are each greater than zero;

(b) enable the player to pick a plurality of said masked selections for a designated number of sets, said designated number being at least two;

(c) select a plurality of said values based on a player's pick of a plurality of the selections;

(d) display the selected values in a plurality of different sets of values, wherein each set includes a plurality of values, wherein the plurality of values in the sets are based on the values associated with the selections picked by the player;

(e) cause a display of each of the sets and the values in each set;

(f) generate awards from the sets by performing at least one mathematical operation on values from the plurality of different sets;

(g) generate a resulting award by selecting at least one but not all of the awards from the plurality of different sets; and

(h) provide said resulting award to the player.

Claim 24 (previously presented): The gaming device of Claim 23, wherein the display device and the processor are adapted to select at least the highest award from the plurality of awards.

Claim 25 (currently amended): A gaming device comprising:
a display device;
an input device; and
a processor which communicates with the display device and the input device, the processor programmed, for each play of a game, to:

(a) display a plurality of masked selections, wherein said masked selections are associated with a plurality of values prior to said masked selections being picked by the player and without displaying which values are associated with which selections, and wherein the associated values are each greater than zero;

(b) enable the player to pick a plurality of said masked selections for a designated number of sets, said designated number being at least two;

(c) select a plurality of said values based on a player's pick of a plurality of the selections;

(d) display the selected values in a plurality of different sets of values, wherein each set includes a plurality of values, wherein the plurality of values in the sets are based on the values associated with the selections picked by the player;

(e) cause a display of each of the sets and the values in each set;

(f) generate awards from the sets by selecting at least one but not all of the values of the different sets;

(g) generate a resulting award by performing at least one mathematical operation on the awards from the plurality of different sets; and

(h) provide said resulting award to the player.